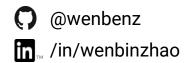
Ben Zhao



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TECHNOLOGIES

• C, C++, C# • SQL

SQL

MongoDB

JavaScript

AngularJSL

• Less, Sass

ReactJS

TypeScript

GulpLinux

University of Waterloo

EDUCATION

September 2016—Present

Candidate for Honours Bachelor of

Computer Science, Co-op (2B)

EXPERIENCE

Node.JS

Java

Imagine Communications—Full Stack Developer

September 2017-December 2017

- Refactored code to be asynchronous using JavaScript promises and increase UI responsiveness bypassing unnecessary server calls.
- Implemented UI features specified by designers and POCs to secure a major client.
- Developed reusable Angular components by applying modular design principles to accelerate UI development and enforce a uniform style.
- Automated stylesheet generation for icons using node.JS to enable exporting icon sets as reusable NPM packages.
- Developed back-end services to handle and optimize data transfer using C#.

PROJECTS

HangmanBot Al

September 2017

- Created a hangman game using AngularJS and a NoSQL database which logs data from each game.
- Developed an algorithm to determine the most likely letter to appear based on word length, letter frequency, and previous game data.
- Bot undefeatable with greater-than-3 letter words after populating database with 20K words.

CC3K—A RPG in the C++ Console

June 2017

- Created a game in C++ using various design patterns such as MVC and Observer pattern.
- Designed software architecture using UML diagrams to visualize plan.
- Modularized components for a highly scalable framework for expansion.
- Used Git to collaborate with teammates and manage code base.

WatRGoose—A Published Android App

November 2016

- Developed and published an Android application with a small team and limited time.
- Tested app across multiple devices, patched bugs specific to certain devices, and published app to Google Play Store.